

REMARKS


Claims 25 and 30 both require that game commands from different players be distinguished by appending tags to game control commands.

In contrast, the cited reference to Rutkowski does not append any tags to any game control commands. Instead, he uses the awkward approach of sending the commands from each game controller on a different frequency. This requires each of the controllers to transmit at a different frequency. *See* column 3, lines 50-53. If this were not enough, Rutkowski's approach can also require that the main controller poll each of the four frequencies periodically derived information signals therefrom. Obviously, this is a more hardware intensive, and slower solution to the problem also sought by the present application. Now instead of one radio frequency transmitter you need four separate transmitters and you need a receiver that polls through the different signals received and presumably does something like the same thing on transmission. This requires more hardware which would increase cost and also must be slower since you can not just receive the signal and figure out what the game command is, you have to receive one game command on one frequency and move to the next frequency, then the next frequency, then the next frequency. This would seem to require a longer processing time on the signals, using more battery power as well.

Since the cited reference does not teach the claimed feature, reconsideration is respectfully requested.

Respectfully submitted,

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